[FIG. 4]

- S1 SHOULD SWITCHING FROM ONE CS TO ANOTHER CS BE DONE BASED ON CSM DECISION?
- S2 CSM DECIDES CS AS SWITCHING DESTINATION (FROM CS0 TO CS1).
- DOES CS1 AS SWITCHING DESTINATION HAVE VD1 TO BE SWITCHED?
- S4 CSM ISSUES INSTRUCTION TO CS1 TO READ VD1 FROM SS.
- S5 CS1 READS VD1 FROM SS.
- S6 IS THERE ANY RENDERING PARAMETER (M1) SUCH AS MASK INFORMATION TO BE COPIED?
- S7 CSM ISSUES INSTRUCTION SO THAT M1 IS COPIED FROM CS0 TO CS1.
- S8 COPY M1 FROM CS0 TO CS1.
- S9 SWITCH D1 TO CS1.

[FIG. 5A]

- A COMPUTATION LOAD OF 15 IN TOTAL
- B COMPUTATION LOAD OF 5 IN TOTAL
- C COMPUTATION LOAD OF 10
- D COMPUTATION LOAD OF 5
- E COMPUTATION LOAD OF 5

[FIG. 5B]

- A COMPUTATION LOAD OF 10 IN TOTAL
- B COMPUTATION LOAD OF 10 IN TOTAL
- C COMPUTATION LOAD OF 10

D COMPUTATION LOAD OF 5

E COMPUTATION LOAD OF 5

[FIG. 6B]

A COPY ADDITIONAL INFORMATION

[FIG. 6C]

B SWITCH

[FIG. 8]

SS: STORAGE

CS: CALCULATION

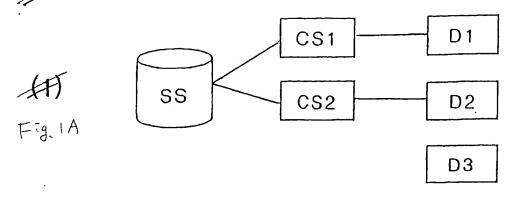
D: DISPLAY

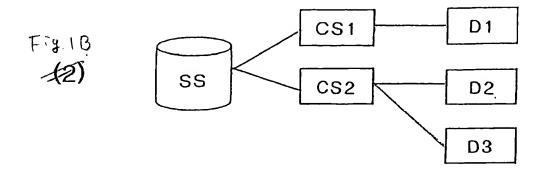
A IMAGE PROCESSING SYSTEM NO. 1

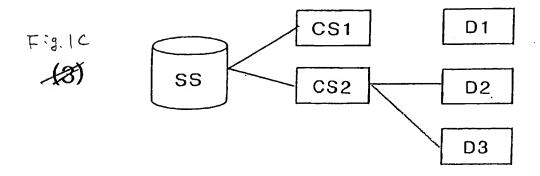
B SYSTEM NO. 2

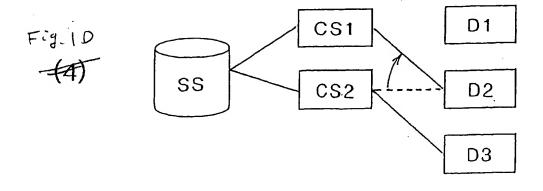
C SYSTEM NO. 3

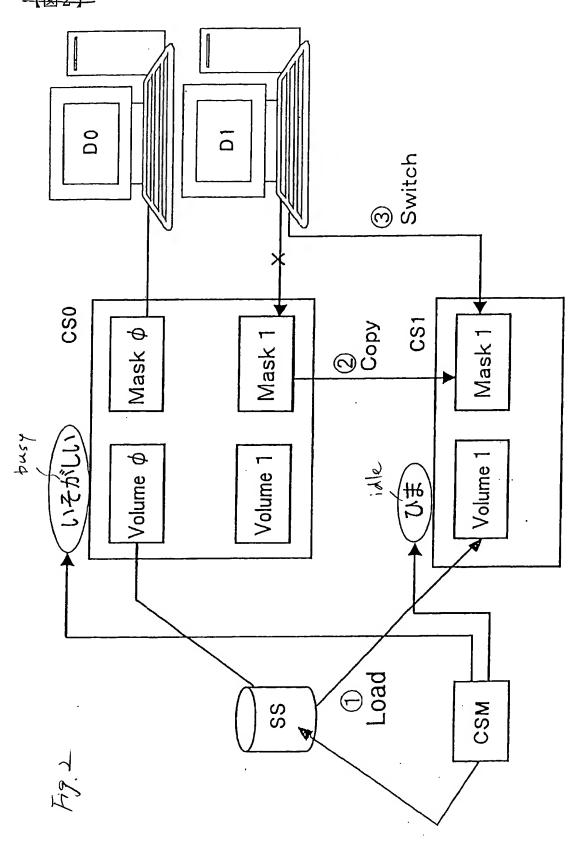
【書類名】図面











3



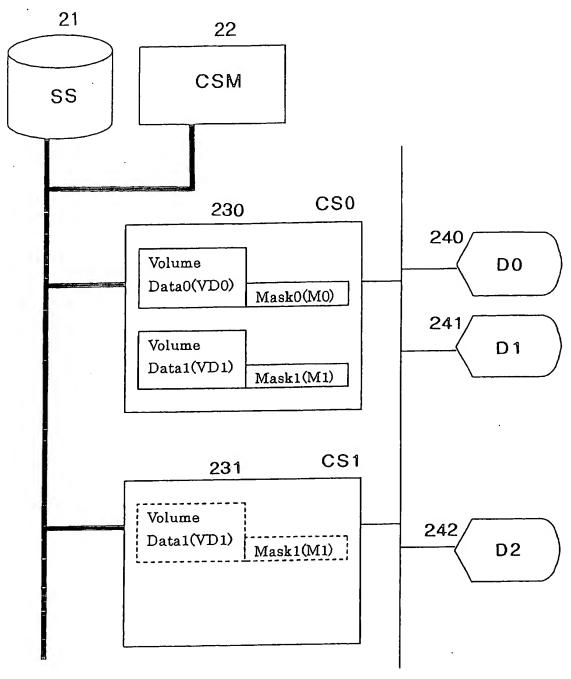
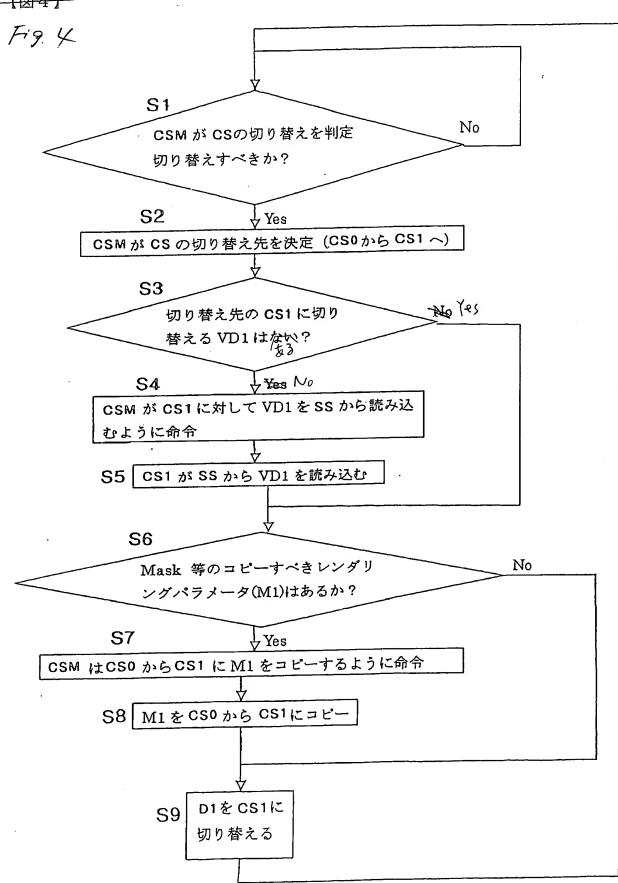
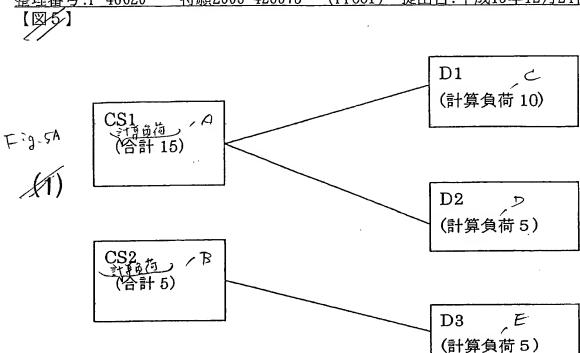
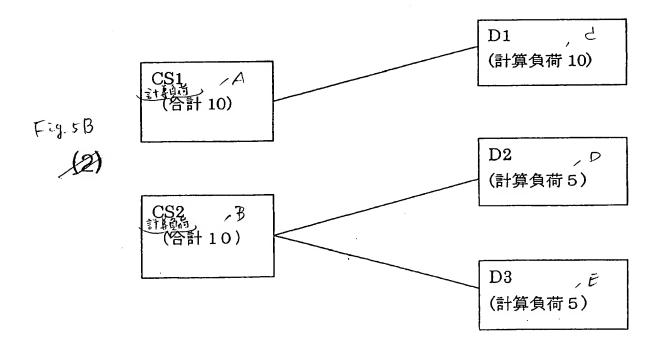


Fig. 3

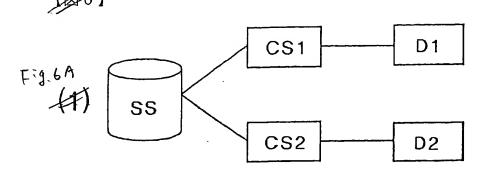
-【図4】-

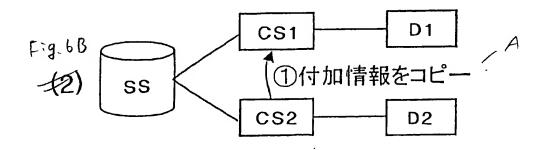


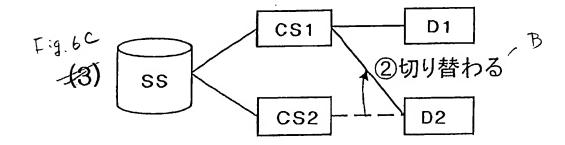




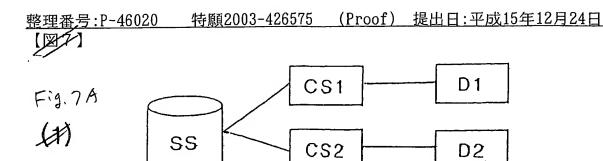
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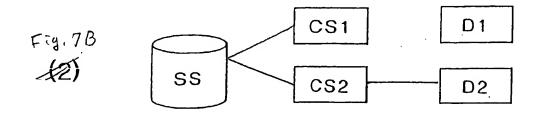


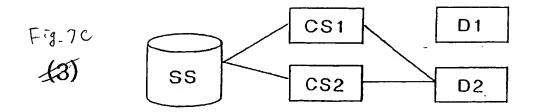


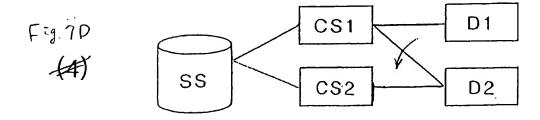












SS: 貯蔵, CS: 計算, D: 表示

